

Assignments

Q # 1

Use `for` loops to make a turtle draw these regular polygons (regular means all sides the same lengths, all angles the same):

- An equilateral triangle
- A square
- A hexagon (six sides)
- An octagon (eight sides)

Name each file: `yourFirstName_shapeName.py` (remember to change the filename to your name and then the specific shape name).

Q # 2

Write a program to draw a shape like this:



Name each file: `yourFirstName_star.py` (remember to change the filename to your name and then the specific shape name).

Q # 3

Write a program to draw some kind of picture involving three objects. Be creative and experiment with the turtle methods provided in this Classroom post.

Call it `yourFirstName_picture.py`